

Revised June 25, 2018

Wheaton Park District Youth Baseball
26th Annual Red, White and Blue Classic - 2018

Tournament Rules

The official Tournament Rules are the 2018 Pony Baseball Rules and Regulations, as supplemented and modified below. The final interpretation of the Tournament Rules shall rest with the Tournament Director. Protests of an umpire's judgment are not allowed. A protest of a rule may only be made by a manager and must be made immediately or it will be deemed waived. The protest will be settled by the umpire and the Tournament Director before play is resumed. Decisions on protests are final and not subject to appeal.

THE TOURNAMENT DIRECTOR MAY MODIFY THE TOURNAMENT RULES AND THE NUMBER, LENGTH OR LOCATION OF ANY GAMES DUE TO WEATHER, FIELD CONDITIONS, TIME CONSTRAINTS OR ANY OTHER REASON.

I. General Rules

1. A violation of any of the Tournament Rules may result in game forfeiture, suspension or removal from the tournament.
2. Proper conduct of the team, including its players, coaching staff, parents and spectators, is the responsibility of the manager. Umpires are to be treated with respect. No abuse of or fraternizing with the umpires is permitted. Failure of a manager to control his players, coaching staff, parents and spectators may be cause for ejection of the manager and/or the offending party, as well as forfeiture of the game and/or disqualification from the remainder of the tournament. If a player is ejected from a game, each time his spot in the batting order comes up will be recorded as an out. If a manager, coach, parent or spectator is ejected from a game, that person will be suspended from the team's next scheduled game and **must leave Atten Park immediately.**
3. **Smoking and alcoholic beverages are prohibited at all Wheaton Park District Parks. Please inform your parents about this rule!**
4. Rosters are limited to 15 players. **Each team must submit a certificate of insurance, printed roster (with the name, birth date and uniform number of each player) and a Waiver (form attached) to the Tournament Director at least a half (1/2) hour prior to the start of its first game of the tournament.** No players may be added to the roster once it has been submitted. Birth certificates for every player on the roster must be available at all times during the tournament.

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5. The birthday cutoff date for determining age eligibility is May 1st. For 10u teams no player may turn 11 prior to May 1st. For 11u teams no player may turn 12 prior to May 1st. For 12u teams no player may turn 13 prior to May 1st. For 13u teams no player may turn 14 prior to May 1st. For 14u teams no player may turn 15 prior to May 1st. Questions regarding the age eligibility of a player must be immediately brought before the Tournament Director. The Tournament Director will verify a player's age by reviewing all available information regarding the player, including the player's birth certificate.
6. Full time travel teams are expected to play with the players who were on their roster at the beginning of the season. Should a full time travel team find it necessary to use a call up player due to the absence of a regularly rostered player, the call up player must be from a team which plays in the same travel league as, but at a lower division than, the travel league and division in which the team requiring the call up player plays. Teams may also use call up players from an in-house league or from a younger age group. Teams may not use as a call up player any person who plays for any team which plays in a different travel league than the travel league in which the team requiring the call up player plays. All call up players must be identified to the opposing manager prior to the start of the game.
7. **A team found using a non-rostered player, an age-ineligible player, or an improper call up player in any game will forfeit that game, and the manager will be ejected for the remainder of the tournament.**
8. Teams will play at the fields and game times designated by the Tournament Director. This information will be provided to the managers before the tournament and posted at the concession stand during the tournament. At the Tournament Director's request, teams may be asked to play up to 30 minutes prior to their posted game time and/or at an alternate field. Therefore, teams should arrive at Atten Park and be ready to play at least 30 minutes prior to their scheduled game times.
9. A team which is unable to field eight (8) uniformed and rostered players at the scheduled or rescheduled game time will forfeit the game.
10. During pool play, the home team will be determined by a coin toss in the presence of an umpire prior to the start of the game. The team which traveled the greatest distance to Atten Park will call the flip.
11. The home team must keep the official scorebook. The visiting team's scorekeeper must verify the score with the home team's scorekeeper after each inning of play.
12. Dugouts will not be assigned; they may be chosen on a first come first serve basis.
13. Forfeits: The score of a forfeited game will be 7 - 0 for tiebreaker purposes.

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14. Refund Policy: Refunds will be issued for weather-related cancellations only and on the following basis: if zero games have been played, the refund will be \$250.00; if 1 game has been played, the refund will be \$150.00; and if 2 games have been played, there will be no refund.

II. Field Dimensions, Equipment & Pre-Game Conduct

1. Pitching Distance: The pitching distance is 46 feet for 10u, 50 feet for 11u and 12u, 54 feet for 13u, and 60 feet for 14u.
2. Base Distance: The distance between bases is 65 feet for 10u, 70 feet for 11u and 12u, 80 feet for 13u, and 90 feet for 14u.
3. Helmets covering both ears must be worn by all batters, base runners and on-deck batters at all times. Bat boys and bat girls must wear helmets when retrieving bats.
4. A catcher must wear full catcher's gear while receiving a pitched ball on the playing field.
5. Anyone under age 18 who is warming up a pitcher must wear a full catcher's mask and helmet. This rule is in effect on the sidelines as well as on the field.
6. Metal cleats are allowed at the 13u and 14u age levels. Metal cleats are **not** allowed at the 10u, 11u and 12u age levels. 10u, 11u and 12u players may only use rubber or molded plastic spikes.
7. Bats: For the 10u - 13u age levels, all bats must be wood, or be stamped USSSA BPF 1.15, or be BBCOR certified. For the 14u age level, all bats must be wood, or be -5 and stamped USSSA BPF 1.15, or be -3 and BBCOR certified.
8. **Infield and batting practice are NOT allowed on the playing field before or between games. Please advise your assistant coaches of this rule.**
9. Soft toss against any fence with any type of ball is not allowed.

III. Game Duration

1. All games are scheduled for six (6) innings for the 10u and 11u tournaments and seven (7) innings for the 12u - 14u tournaments. However, in pool play games no new inning may start more than two (2) hours after the first pitch. A new inning is considered to have started after the last out is made in the preceding inning. A game may end in a tie if the score is tied when the 2 hour time limit has been reached.
2. Extra Innings: If in a pool play game the score is tied after 6 full innings (for 10u & 11u) or 7 full innings (for 12u - 14u) and the 2 hour time limit has not been reached,

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extra innings will be played until there is a winner **or** until the 2 hour time limit has been reached. In the extra inning(s), both teams will start with one out and a runner on second base (the last batted out in the previous inning will be the runner on second base).

3. Mercy rule: 12 runs after 4 innings (3½ if the home team is leading) or 10 runs after 5 innings (4½ if the home team is leading).
4. Complete Game: If a game is called for any reason, the game will be considered official after 5 innings (4½ innings if the home team is leading). If the game is called prior to the completion of 5 innings (4½ innings if the home team is leading), the game will be considered suspended and will be resumed from the point of suspension at a time and location to be determined by the Tournament Director.
5. Speed-up Rule: A courtesy runner may be used for the pitcher or catcher at any time. A courtesy runner must be used for the catcher after 2 outs. The courtesy runner shall be the player who made the last batted out. **The pitcher and catcher being replaced must be the pitcher and catcher for the next inning. In addition, the pitcher must pitch to at least 1 batter for at least 1 complete at bat and the catcher must catch for at least 1 defensive out.** However, if the game proceeds to extra innings, only the pitcher and catcher of record (i.e., the pitcher and catcher of the previous defensive inning) may be replaced with the last batted out.

IV. Pitching

1. Pitchers shall receive 5 warm-up pitches between innings. Relief pitchers shall receive 8 warm-up pitches.
2. The maximum innings a pitcher may pitch in one game at the 10u age level is two (2), at the 11u - 13u age levels is three (3), and at the 14u age level is four (4). One pitch constitutes an inning pitched. There is no limit to the total number of innings a pitcher may pitch in the tournament. **A violation of this rule will result in forfeiture of the game, provided it is reported to the umpire during the inning in which it occurred.**
3. Any pitcher who hits three (3) batters in the same game must be relieved.
4. No pitcher may re-enter the game as a pitcher once he is relieved and leaves the pitcher's mound.
5. A manager is permitted one free trip to the mound per pitcher per inning. On the second non-injury trip to the mound in the same inning for the same pitcher, that pitcher must be removed.

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6. Balks will not be called at the 10u age level but will be called at the 11u - 14u age levels. One balk warning will be given at the 11u and 12u age levels. No balk warnings will be given at the 13u and 14u age levels.
7. Intentional walks will be allowed by informing the home plate umpire, who will issue the batter 1st base without requiring the pitcher to pitch four balls.
8. Once the pitcher has started his delivery, all noisemaking by the offensive team, coaches and fans with the intention of distracting the pitcher must stop. Such noisemaking includes, but is not limited to, chanting, clapping and banging of fences.

V. Offense

1. The batting order, listing each player's name and uniform number, must be submitted to the opposing manager or scorekeeper at least five minutes prior to game time.
2. Continuous batting order: All players attending the game must bat. If a player arrives after the official start of the game, he must be put at the bottom of the batting order and his manager must notify the opposing team's manager. There is no penalty for a player who arrives late.
3. If a player is ejected during the game, the name of the player will remain in the batting order and an out will be recorded when that player's spot in the batting order comes up.
4. If a player leaves during a game, the manager must notify the opposing team's manager, and that player's spot in the batting order shall be skipped with no penalty.
5. If a player is injured during a play to the extent that he is required to leave the game, his spot in the batting order shall be skipped with no penalty. If a batter or base runner is injured during a play, a courtesy runner may be used for the injured player. The courtesy runner shall be the player who made the last batted out. However, if during subsequent turns at bat the injured player is unable to run the bases as a result of the previous injury, he must be removed from the game and his spot in the batting order shall be skipped with no penalty.
6. **Fake bunts are prohibited!** For safety reasons, once a batter squares around to bunt, he may not swing at that pitch. If he does so, he will be called out, the play will be declared dead and the runners will be sent back to the bases they occupied prior to the "fake" bunt.
7. Base runners must attempt to avoid contact with defensive players. A base runner may not attempt to jump over or hurdle a defensive player. If he does so, the base runner will be called out and, at the umpire's discretion, ejected from the game.

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Such calls are within the umpire's discretion and cannot be protested. Intentional or malicious contact of a base runner with a defensive player shall be grounds for immediate ejection. If the base runner is ejected an out shall also be declared. No player, including the ejected player, may score a run on a play in which the ejection occurs. Such calls are within the umpire's discretion and cannot be protested.

8. Coaches are not permitted to touch base runners when the ball is in play.
9. The dropped third strike rule and infield fly rule are in effect at all age levels.
10. Lead-offs and stealing are permitted at all age levels.

VI. Defense

1. Free substitutions are allowed on defense.
2. Any fielder who blocks the baseline without the ball or stands in the way of a runner to force an early slide or make a runner veer around him will be called for obstruction. This rule applies to runners leading off who are attempting to return to the base. Such calls will be in the umpire's discretion and may not be protested.
3. Fake tags are prohibited. The initial incident shall result in a warning and any subsequent incidents shall result in the ejection of the offending player.

VII. Playoffs

1. The higher seeded team will be the home team for all games in the playoffs.
2. All games in the playoffs will be played to completion regardless of time. The 2 hour time limit will not apply. The tiebreaking procedure of paragraph III.2. will not apply. However, the mercy rule of paragraph III.3. shall remain in effect.
3. Tiebreakers will be determined as follows, in the order listed:
 - a. Overall record. Overall record will be determined according to a points system, with 3 points awarded for a win, 1 point awarded for a tie and no points awarded for a loss.
 - b. Head-to-head record. However, the head-to-head tiebreaker will not apply if three teams in the same pool have the same overall record. Also, the head-to-head tiebreaker will not apply unless the two teams with the same overall record have both played the same teams.
 - c. Least number of runs allowed.
 - d. Run differential, with 7 being the maximum per game.
 - e. Runs scored, with 7 being the maximum per game.
 - f. Coin flip.

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4. Playoff Format:
For all age levels, the playoff format will be determined by the Tournament Director and communicated to the teams prior to the start of the tournament.
5. Awards: Trophies will be awarded to the players on the 1st, 2nd, 3rd and 4th place teams at each age level.

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WHEATON PARK DISTRICT
26th Annual Red, White & Blue Classic - 2018

Waiver

Team Name: _____

Age group: _____

Location: Atten Park

IMPORTANT INFORMATION

The WHEATON PARK DISTRICT is committed to conducting its recreation programs and activities in a safe manner and holds the safety of participants in high regard. The WHEATON PARK DISTRICT continually strives to reduce such risks and insists that all participants follow safety rules and instructions that are designed to protect the participants' safety. However, participants and parents/guardians of minors registering to play on the above noted team must recognize that there is an inherent risk of injury when choosing to participate in recreational activities/programs.

You are solely responsible for determining if you or your minor child/ward is physical fit and/or skilled for the activities contemplated by this agreement. It is always advisable, especially if the participant is pregnant, disabled in any way or recently suffered an illness, injury or impairment, to consult a physician before undertaking any physical activity.

WARNING OF RISK

Recreational activities/programs are intended to challenge and engage the physical, mental and emotional resources of each participant. Despite careful and proper preparation, instruction, medical advice, conditioning and equipment, there is still a risk of serious injury when participating in any recreational activity/program. Understandably, not all hazards and dangers can be foreseen. Depending on the particular activity, participants must understand that certain risks, dangers and injuries due to acts of God, inclement weather, slipping, falling, inadequate or defective equipment, failure in supervision, instruction or officiating, poor skill level or conditioning, carelessness, horseplay, unsportsmanlike conduct, premises defects and all other circumstances inherent to indoor and outdoor recreational activities/programs exist. In this regard, it must be recognized that it is impossible for the Wheaton Park District to guarantee absolute safety.

WAIVER AND RELEASE OF ALL CLAIMS AND ASSUMPTION OF RISK

Please read this form carefully and be aware that in signing up and playing for the above referenced team, you will be expressly assuming the risk and legal liability and waiving and releasing all claims for injuries, damages or loss which you or your minor child/ward might sustain as a result of participating in any and all activities connected with and associated with this program/activity (including transportation services/vehicle operation, when provided).

I recognize and acknowledge that there are certain risks of physical injury to participants in this program/activity, and I voluntarily agree to assume the full risk of any and all injuries, damages or loss, regardless of severity, that my minor child/ward or I may sustain as a result of said participation. I further agree to waive and relinquish all claims I or my minor child/ward may have (or accrue to me or my child/ward) as a result of participating in this program/activity against the WHEATON PARK DISTRICT, including its officials, agents, volunteers and employees (hereinafter collectively referred as "WHEATON PARK DISTRICT").

I do hereby fully release and forever discharge the WHEATON PARK DISTRICT from any and all claims for injuries, damages, or loss that my minor child/ward or I may have or which may accrue to me or my minor child/ward and arising out of, connected with, or in any way associated with this program/activity.

I have read and fully understand the above important information, warning of risk, assumption of risk and waiver and release of all claims. If registering via fax, your facsimile signature shall substitute for and have the same legal effect as an original form signature.

Please print name of participant's name, address and phone number, and then after providing participant's parent or guardian with a copy of this Waiver & Release and ensuring that they have read the same, please have the parent or guardian sign on behalf of minor participant. A copy of this Waiver & Release shall be provided to all participants by the participating team's manager. *Participation in this event shall be denied unless all team participants have had their parent or guardian sign this Waiver & Release.*

	#	Player's Name	Address	Phone No.	Parent/Guardian Signature	Date
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NO PLAYER MAY PARTICIPATE IN ANY GAME UNLESS AND UNTIL HIS PARENT/GUARDIAN SIGNS AND DATES THIS WAIVER